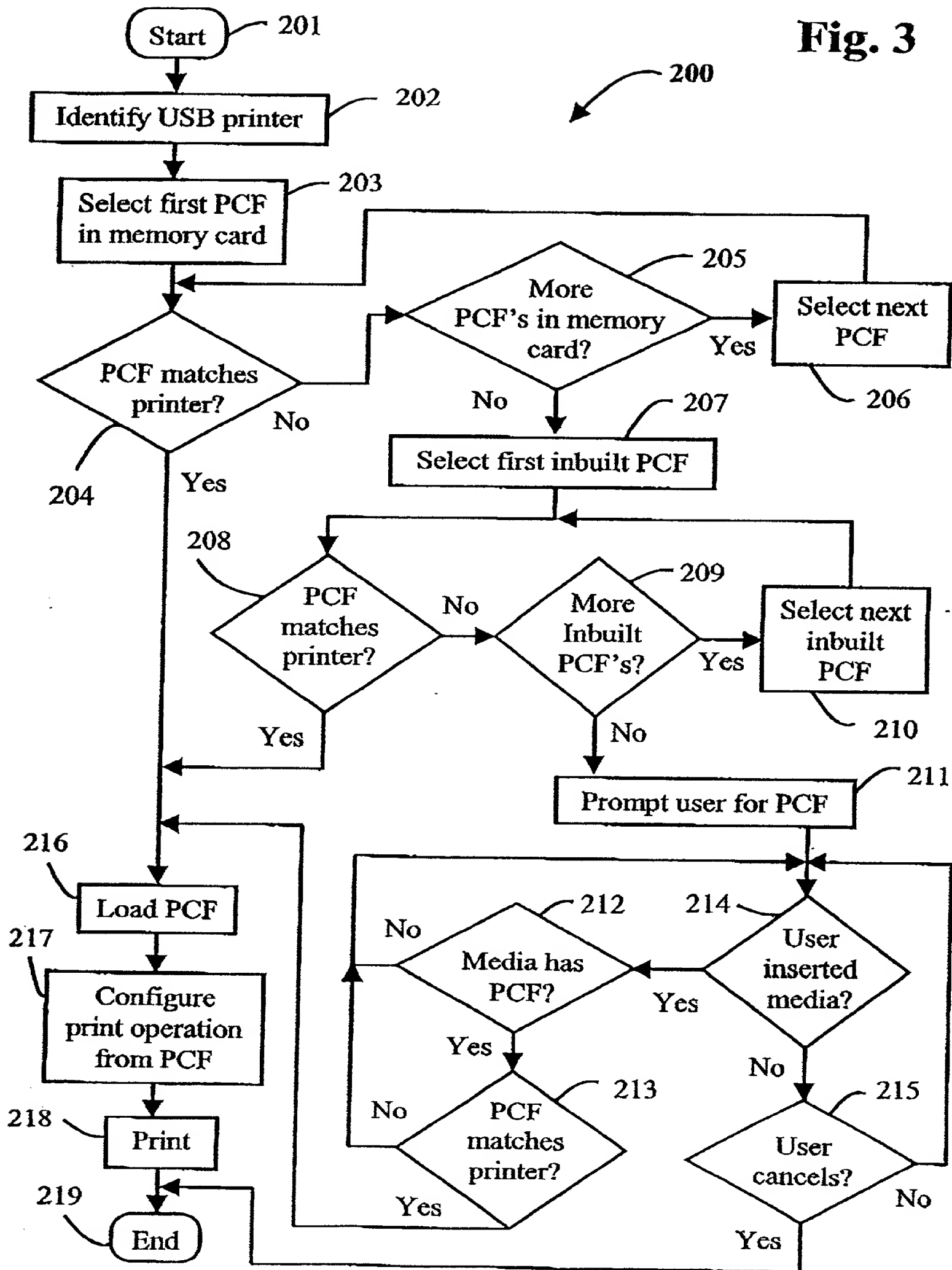
**Fig. 1**

301		302	
FIELD TYPE	FIELD NAME		
Array of strings	Model Names		
Integer	Number of Colour Components		303
3D Array of characters	Colour conversion map for component 1		304
3D Array of characters	Colour conversion map for component 2		
...	...		
3D Array of characters	Colour conversion map for component N		305
String	Start of page control sequence		306
String	End of page control sequence		307
String	Begin scanline of component 1 control sequence		308
String	Begin scanline of component 2 control sequence		
...	...		309
String	Begin scanline of component N control sequence		
String	End of scanline control sequence		310
			311

Fig. 2

Fig. 3

```

/* pointers to fixed data */
const char    *ModelName = "BJ-F000";
const int     ColourComponents = 6;
...

printf("Printer model is %s\n", ModelName);
...

```

Fig. 4 (Prior art)

```

/* pointer to loadable data */
struct Pcf    *PcfPointer = malloc(sizeof(struct Pcf));

fread(PcfPointer, sizeof(struct Pcf), 1, PcfFile);

printf("Printer model is %s\n", PcfPointer->ModelName);
...

```

Fig. 5